

**COOPER
HEWITT**

 Smithsonian Design Museum

DESIGN

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LET YOUR SPEAK LANGUAGE WOMEN

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JULIAN NAVORYNSKYI
JOCELINE GISELLE ESTRADA
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STEFANI MYUNG
YAMELIS BAUTISTA

DESIGN HIVE

This zine is a snapshot
of students' process,
brainstorming, and fun
along the way. Read on
to learn more about our
designer workshops,
studio visits, exhibition
tours, and final projects!

OUR VISITING DESIGNERS MADE THIS
PROGRAM HAPPEN. A SPECIAL THANK
YOU TO:

ALISON BASHAI
CHRISTINA DE LEON
CURRY J. HACKETT
DANAI METOYER
FELIX BURRICHTER
FRANCIS BAZIL
INTERFERENCE ARCHIVE
ISHKA DESIGNS
KAMILLE GLENN
LICHEN
MATTHEW PECINA
MI LEGGETT
MICHAEL BULLOCK
PIN-UP
THE ARM PRESS

THANK YOU

AARON ANDERSON



1

WHAT IS HOME TO YOU? WEB OF INTERCONNECTION

When I initially thought of home, I was reminded of the relationships I have with people, at home, through music, through art, through games, through design, and even through shared perspectives. These shared interests create a web of interconnection that gave me the sense of purpose and security that I need, a place I could call home was not characterized by a setting but however interactions, unforgettable memories that keep me together. The different elements of life provide the color and the “amp” that forge my identity. The juxtaposition between my colorless self, and the bright vivid elements of my light emphasize the importance that these elements have within answer defining what home is to me.

2

INTERIOR DESIGN WORKSHOP WITH KAMILLE GLENN

Playing the role of client and designer, We were tasked to come up with a mood board design that would capture the vision of the clients dream space. My client wanted a calm, enclosed space that utilized wood and materials of nature. Keeping a minimalistic style, a leather chair would not impose on the room but also it would provide comfortable seating to the room. The tiling around the room bundled with the wooden aesthetic served to provide the cozy feeling my client wanted.



1

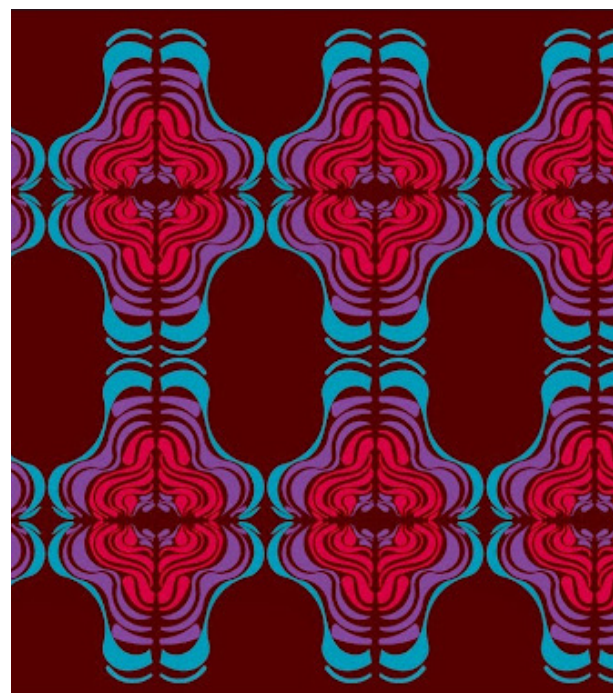
ENZO MARI CHAIR

As a group we constructed a simple chair that consisted of just a few steps. Once putting together our chair we realized the power in the colors on the wood and we wanted to enhance them. Everyone got a side, and for my side I created a design that was bold like the chair, but also flowy which brings a calmness to the blocky seat. Additionally Frances took my design and turned it into a textile like pattern.

2

LETTERPRESS WORKSHOP

Originally when thinking of home I came up with the line home is laughter which quickly became too long for the press. After brainstorming I shifted to the saying home is warm noise as to still capture the warmth and comfort of the noise that becomes normalized within home.



ASTER THOMPSON



ELANA FRANK



1

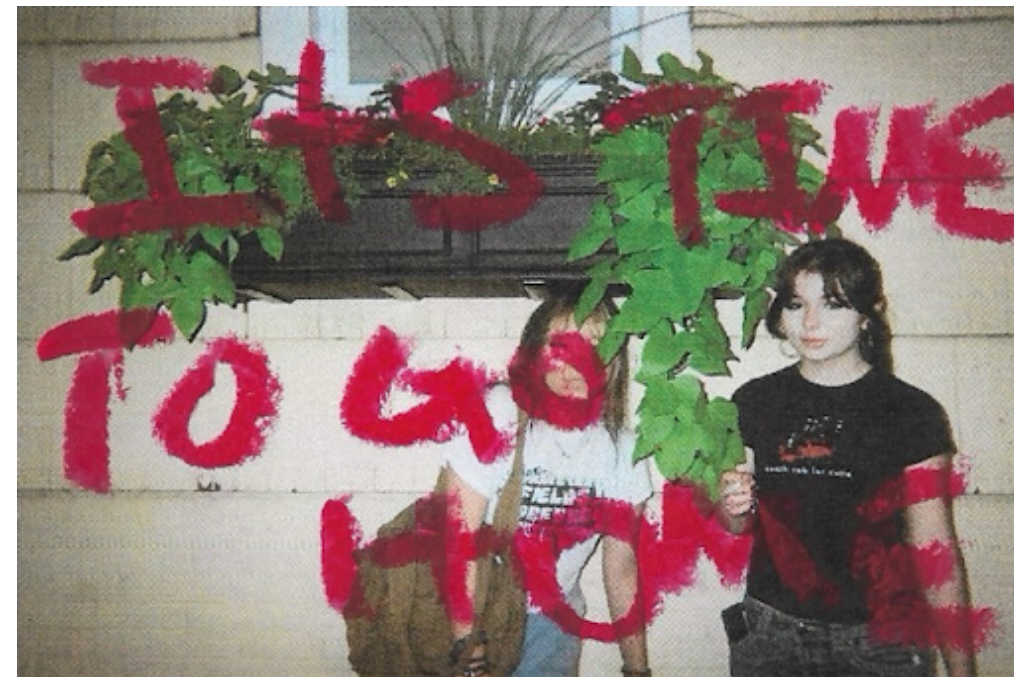
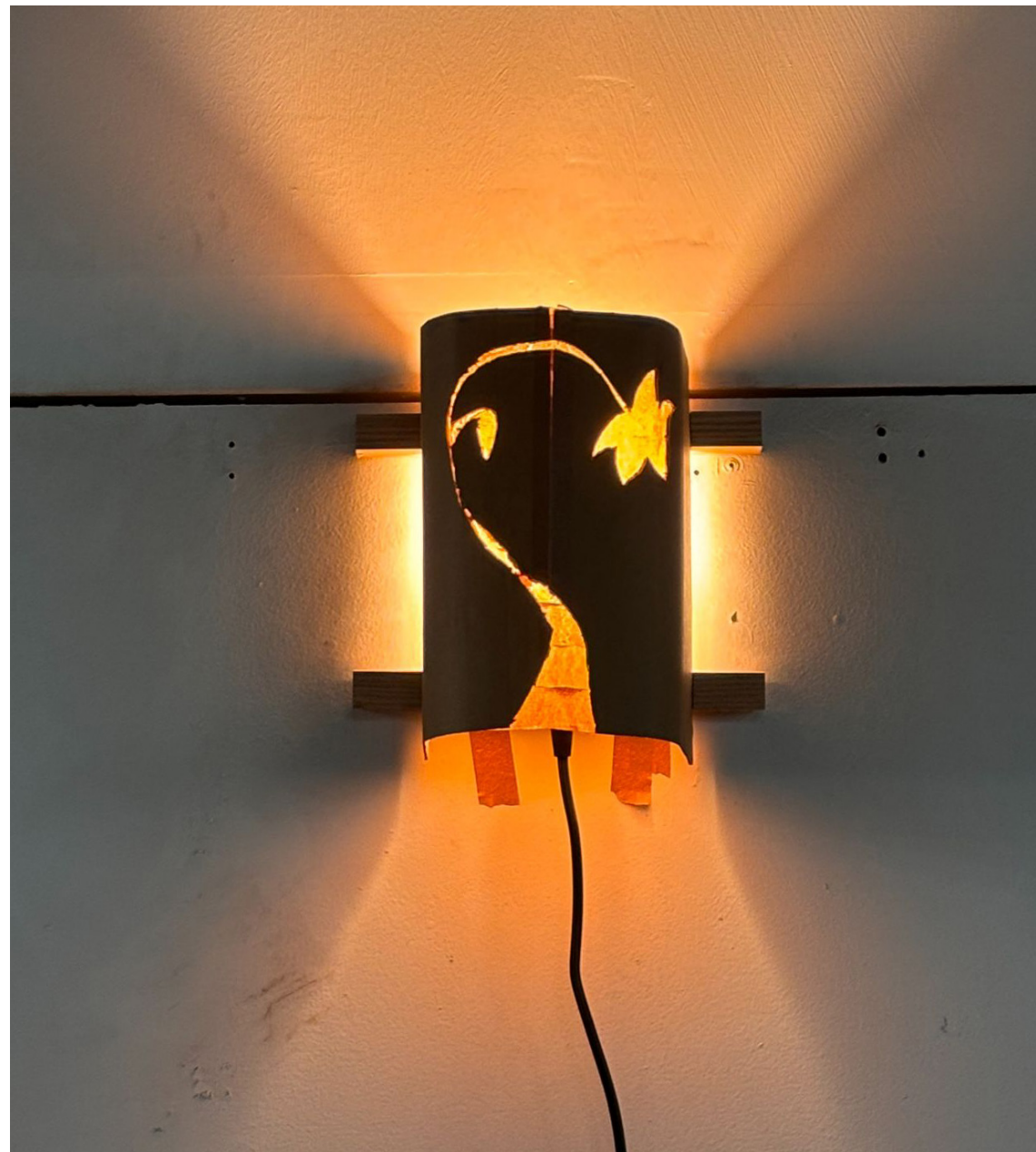
LICHEN STUDIOS SCONCE

I made this sconce based on stained lighting. It is a cardboard model, and the muted areas of light are made with tape.

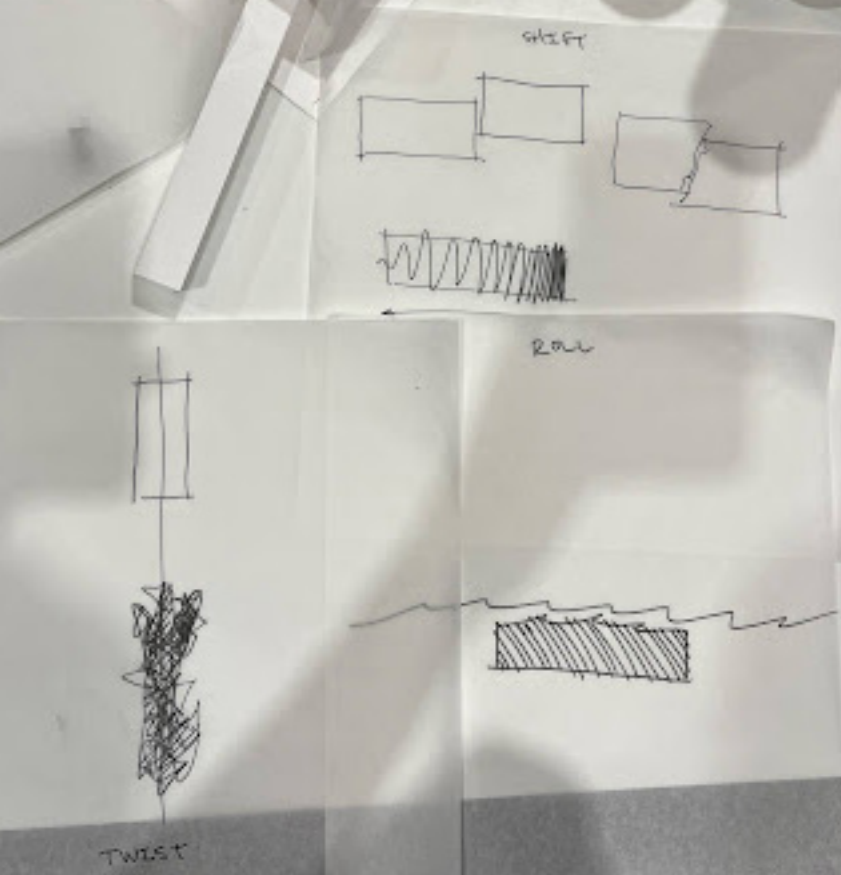
2

HOME PROJECT

When asked to create something based on what home means to me, I made a short film of my friends. The people in my life who I chose have always been my home, and this project helped me distill that sentiment.

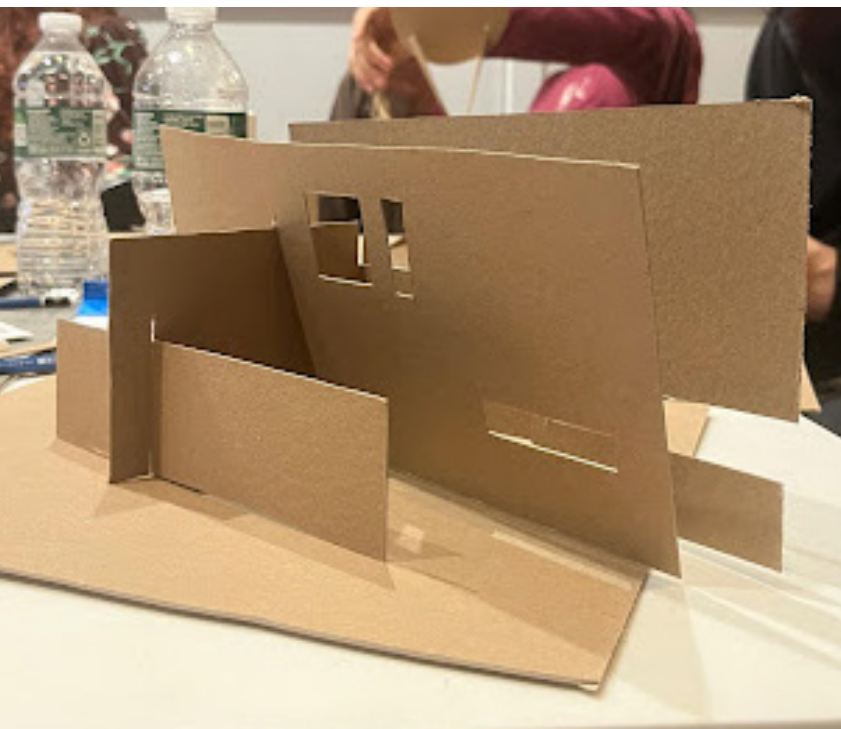






1 CONCEPT SKETCHES @LEROY ST. STUDIO

Leroy St. Studio encouraged us to work conceptually, basing our ideas on pre-determined words.

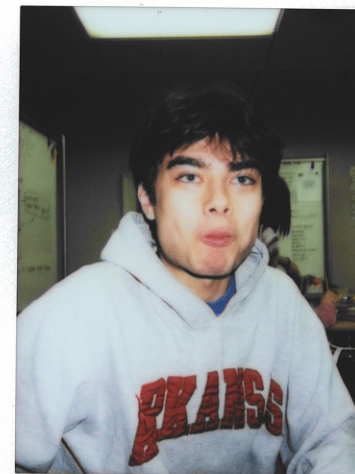


2 SEDIA CHAIR

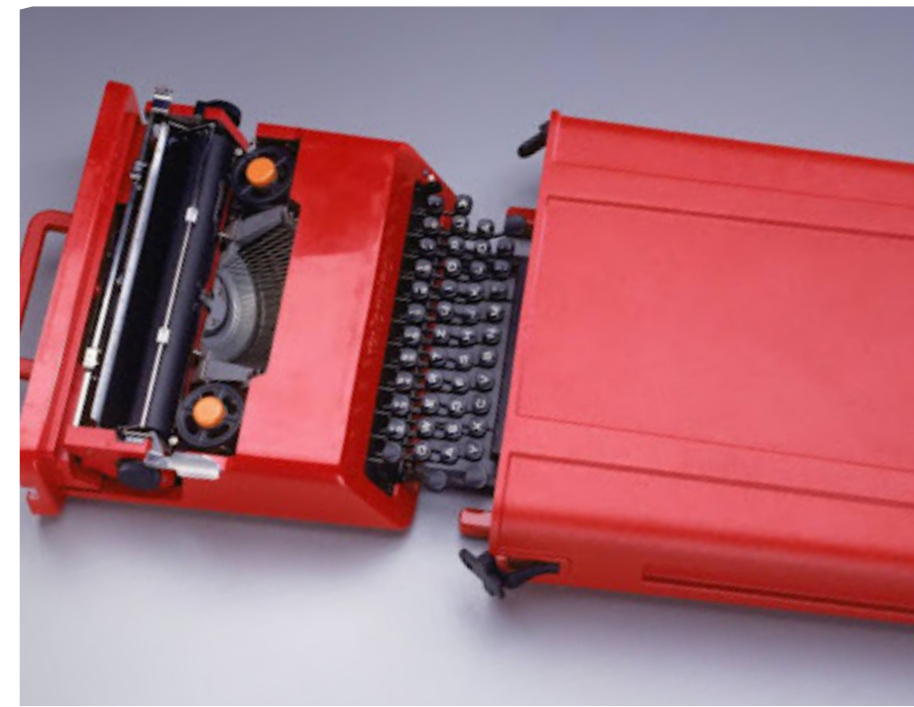
While replicating Enzo Mari's Sedia Chair, me and my peers explored his ideology of independence from corporations and mass production. Despite using the same template, we created unique and expressive works of art showing how individuality and conformity can intersect.



ELLIOT WELLS

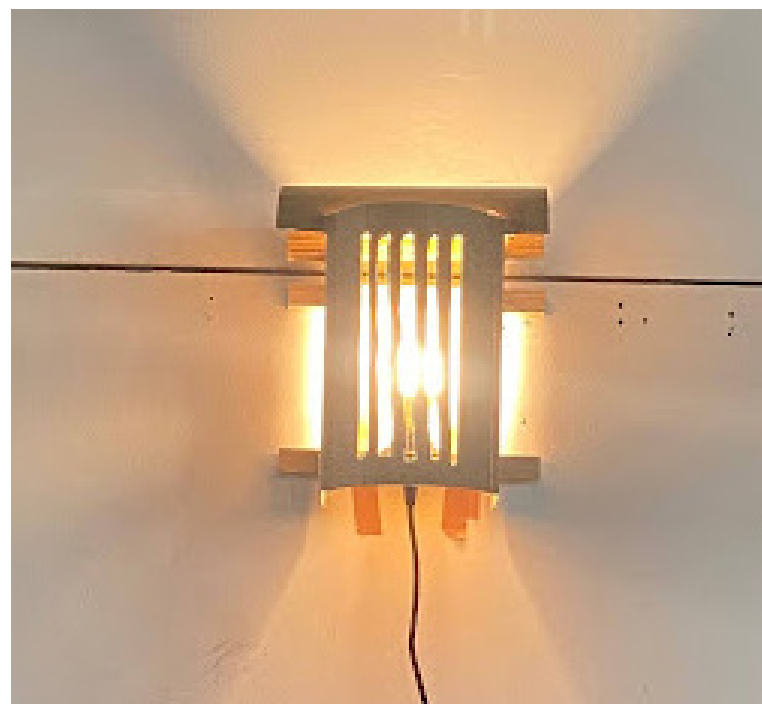


GISSEL SUAREZ



1 VISIT AND WORKSHOP WITH LICHEN STUDIO

I was inspired by the sconces we were shown at the Lichen Showroom, how they had a mini roof over them. Honestly, I couldn't make up my mind I wanted to incorporate many ideas into a single sconce, hence the lack of harmony in my design.



2 PROTOTYPING WORKSHOP WITH CW & T

For this workshop we chose an object we wanted to prototype, I chose the Valentine Typewriter and Case because of its complexity and vibrant color. First, I simplified the object in my head, and carved out some basic shapes, and assembled my prototype using the purple tape. I liked how vibrant the purple was, it exuded the same vibrancy of the original typewriter.

1

HANDLIGHT

A single-plane motor handheld flashlight device with a stopper to fix the rotation of the lens. This device let me experiment with moving functions and real life practicality, where in this case the lens (adjustable head) can be fixed at any angle in front of the user for a more comfortable grip without the direction of the light being affected.



2

THE HEXA STOP

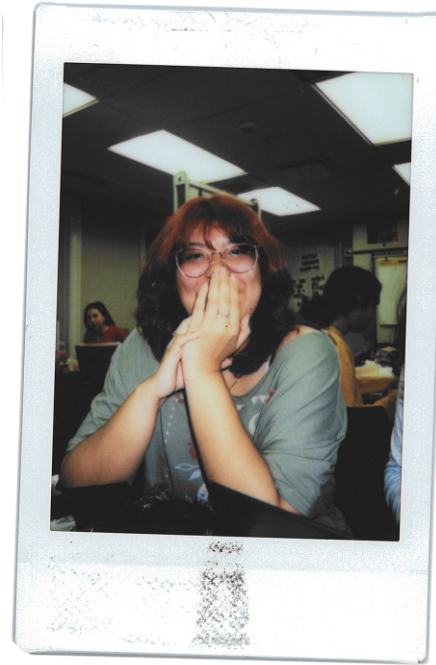
This quick prototype from practice sketches, is a experimental park square design that has wing/teardrop shaped shade provider, and multiple seating arrangements on a hexagonal platform. This simple but smooth modern park design has a great amount of potential as a design, but also serves the purpose of a recreational center for residents and visitors abroad.



JULIAN NAVORYNSKYI



JOCELINE GISELLE ESTRADA



1

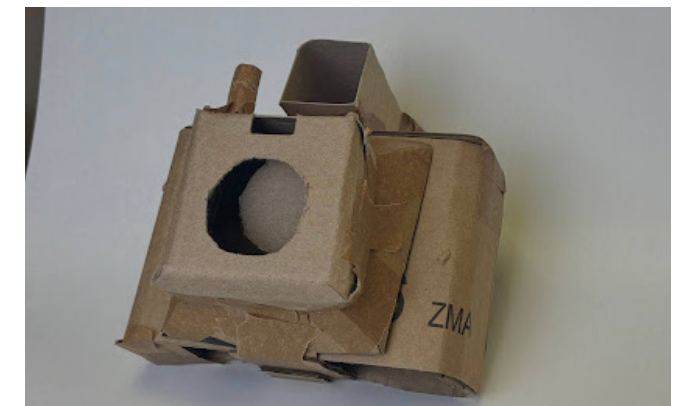
CW&T - CARDBOARD PROTOTYPES

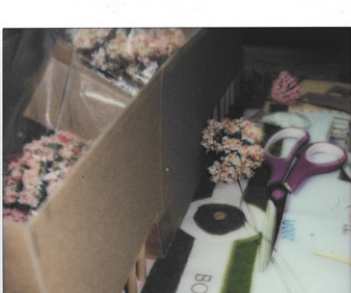
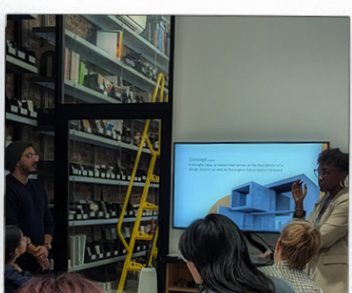
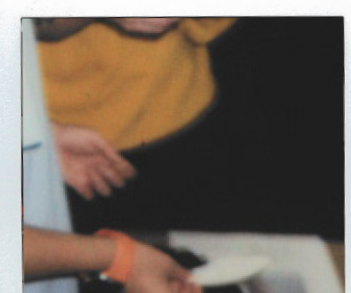
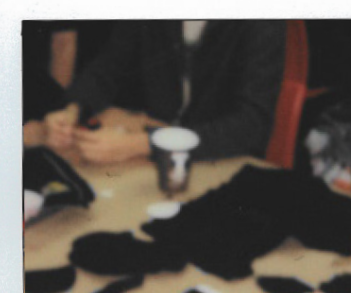
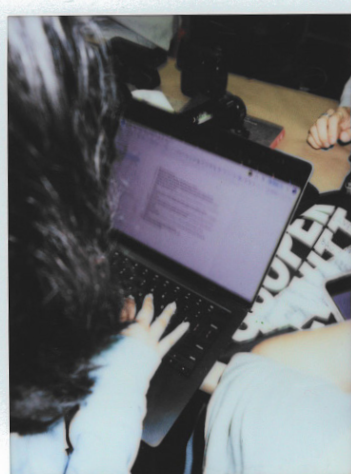
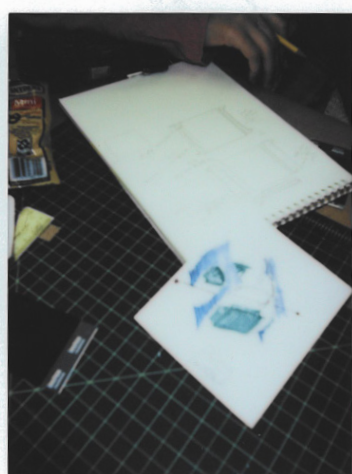
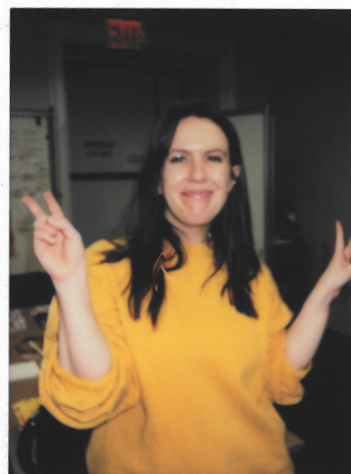
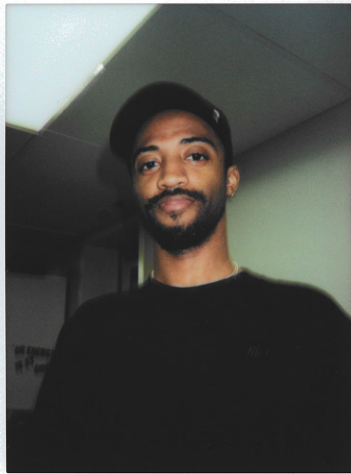
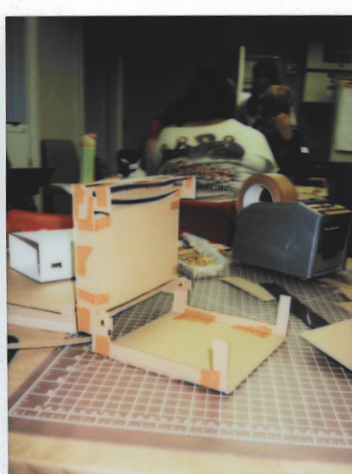
During this workshop we were given the chance to pick a piece from the Cooper's collection and create a cardboard prototype of it in a small amount of time. I chose to attempt and recreate the Swinger Model 20 Camera because I was really drawn to the making of older style cameras.

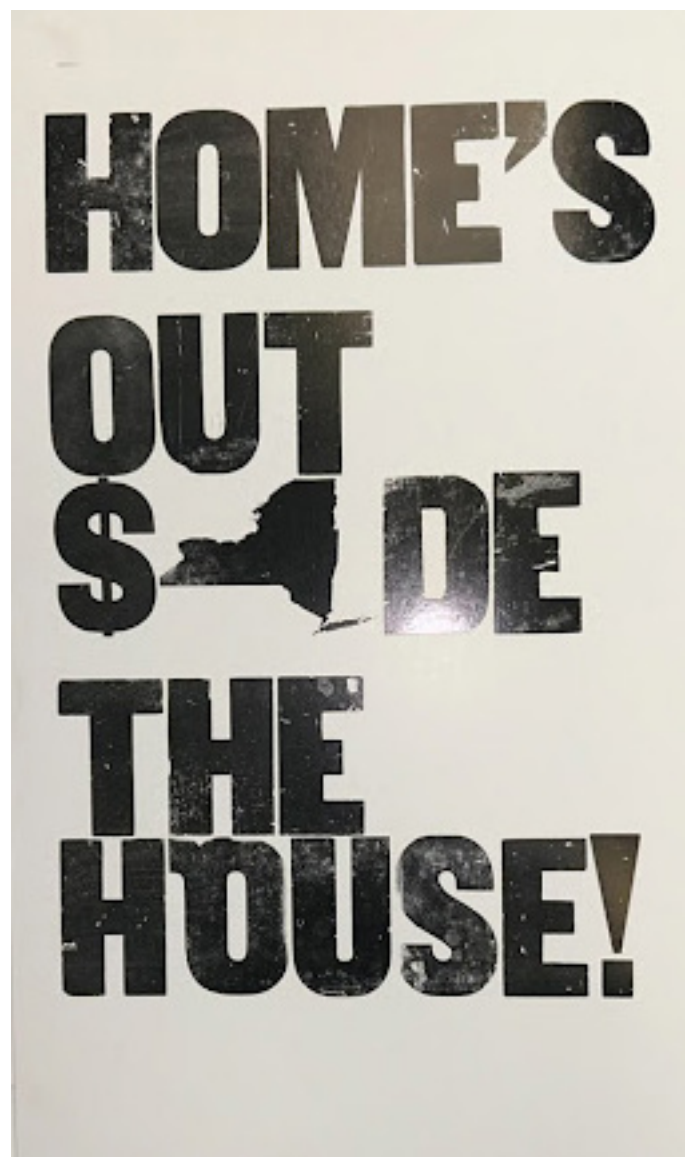
2

STUDIO GUAP- ENZO MARI SEDIA CHAIRS

Inspired by Italian designer Enzo Mari's collection of furniture and his Sedia 1 Chair. We were challenged to build and recreate his chair in groups. We wanted to make sure our chair was comfortable and really illustrated all our collaborative work







1

LETTERPRESS WORKSHOP

We are so used to making text based designs online nowadays, but The Letterpress workshop, to me, served as an insightful time to work with physical and mechanical design. Not everything has to be on Adobe which definitely taught me to find design outside the digital world but then again I also do think the letterpress also taught me just how many tools digital design had compared to bare printing design

2

LEROY ST STUDIO

The two workshop sessions, primarily the first, had really given me the opportunity to expand my views of architecture as a field. Architecture shouldn't just be the thought of buildings but rather a construct of creativity with a grasp of other concepts at hand from prototyping to general creativity.



JUSTIN
ZHUO

KAVEH BAHAR

1

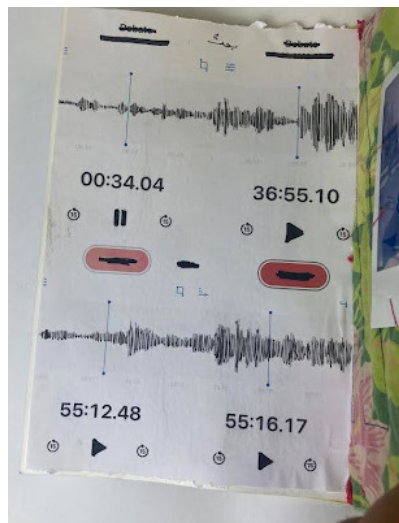
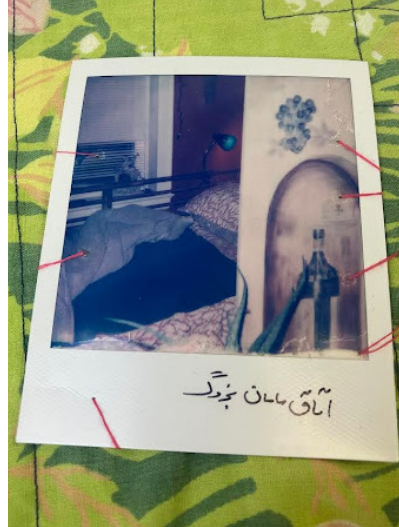
WHAT IS HOME TO YOU?: IDENTITY, COMFORT, AND FAMILIAL CONNECTIONS

I used this zine to create a patchwork of what home meant to me. I used albums that I love and feel safe listening to as the cover, with daytime albums on the front and nighttime ones on the back. On the first page, I took polaroids of my room and wrote on them in Farsi, my first language. On the second page, I embroidered X's on a map of NYC in places that felt like home to me, and on the third I printed recordings of family argument from last Thanksgiving. On the last page, I added an image of importance from each of my grandmothers: a photograph and an antique candy jar.

2

CHAIR PROTOTYPE

In this workshop, we were given various images of pieces within Cooper Hewitt collection, all made with different materials and using different techniques. However, our prototypes had to be made with cardboard, tape, and brass fasteners. Even though the end result wasn't perfect, the process pushed me to think creatively and use unconventional techniques in my design.





1

“WHAT IS HOME” PROJECT

For our very first Hive assignment we had to create something that shows how we define home. As an artist, my mind immediately thought to convey “What home is” for me through my artwork. In my time apart of Design Hive, something I often reiterate is that home is not four walls or a concrete location; it’s a combination of all the things/people who make you, you.

For my actual project, I started by creating a list of what home means to me (in terms of objects, sounds, and feelings/memories). I went through all these archival photos of my family and used those plus other physical memories I’ve collected to compile this collage of people/feelings that scream home to me.

2

ENZO MARI CHAIR

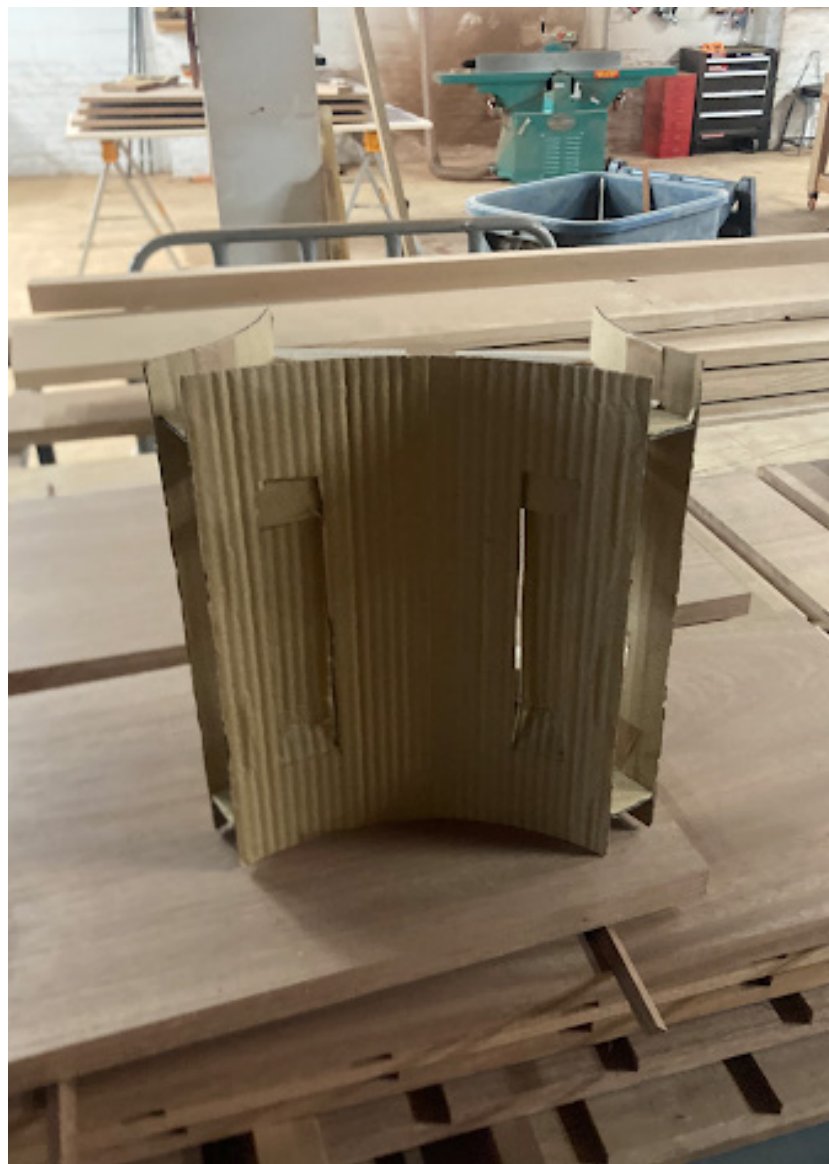
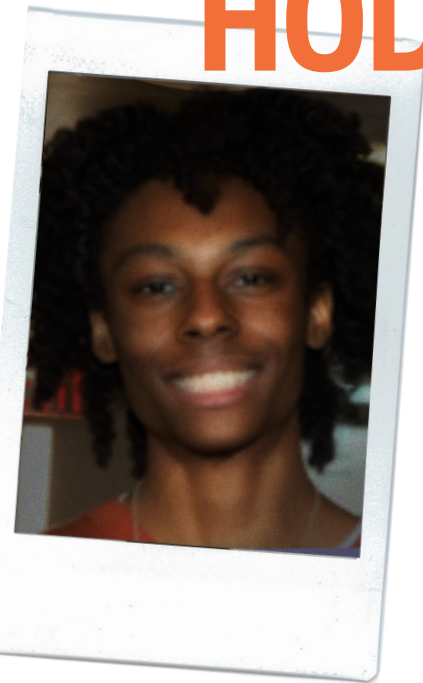
In our workshop with Studio Guapo, our groups were tasked to create our very own Enzo Mari chair. After a riveting a discussion about how design can be accessible, how the design of the Sedia Chair shows these particles, and how we can make own designs accessible we got straight into the design process. Overall, this was a really amazing experience building my own chair (and it’s pretty fun to tell my friends I built my own chair). One of my biggest takeaways from this workshop was learning to embrace collaboration (D.I.W.Y.F) because that’s what makes design accessibility so great- the notion that everyone can add their own special spin to the project.



MCKENNA DYER



ROBERT HODGE



1 WOODSHOP LAMPS

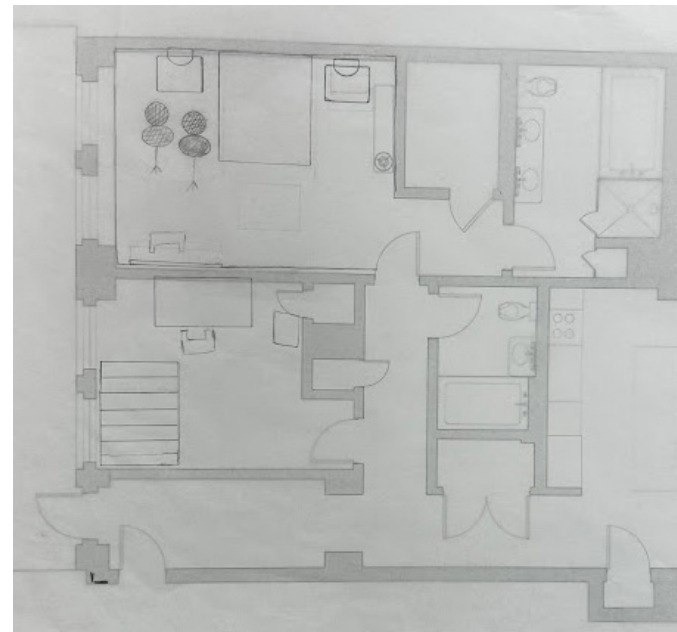
For this workshop we created our own versions of a lamp that could be propped up to a wall. Lichen gave us a tour of their wood studio and from there they showed us how to create our own interior pieces. The lamp on right is my design, inspired by the curvature of tall project buildings I often see throughout New York City.



2 CREATIVE CHAIRS

In this workshop we went through the process of constructing a chair with one of our mentors. One of the most memorable parts about this workshop was what our mentor told us before we started actually building. He explained how when there's an abundance of something, it becomes an art form. Because there's so many chairs in the world and there's no longer a necessity for it, it is allowed to become an area of creative expression.





1

INTERIOR DESIGN WORKSHOP

In this workshop, we learned about interior design and how designers help people create their dream homes. Then we participated in an activity where my classmate and I exchanged ideas and discussed what type of house we were interested in and what we would like to have in our homes. I gained a better understanding of the kind of home my peer wanted, and then I began selecting items that aligned with his preferences, then I started to consider where these objects should be placed in the house. This experience was really interesting and fun because I got to experience what the job of an interior designer is like.

2

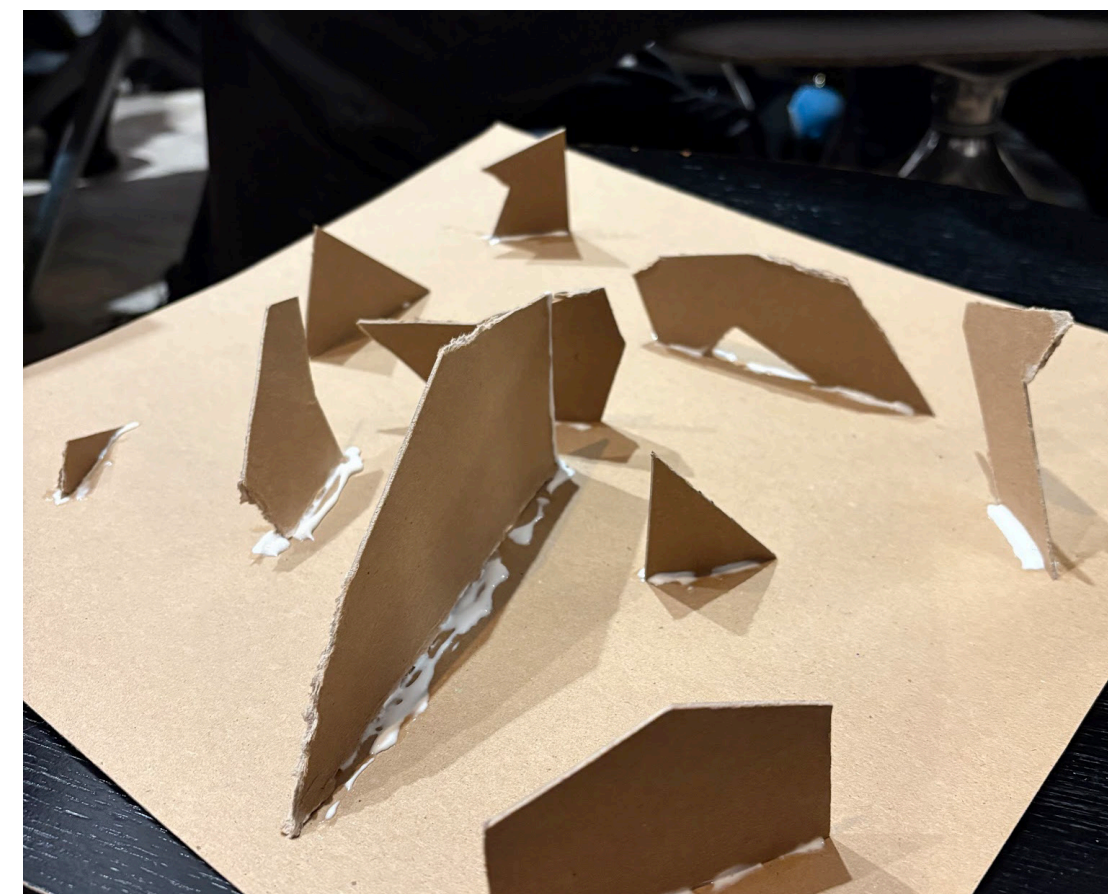
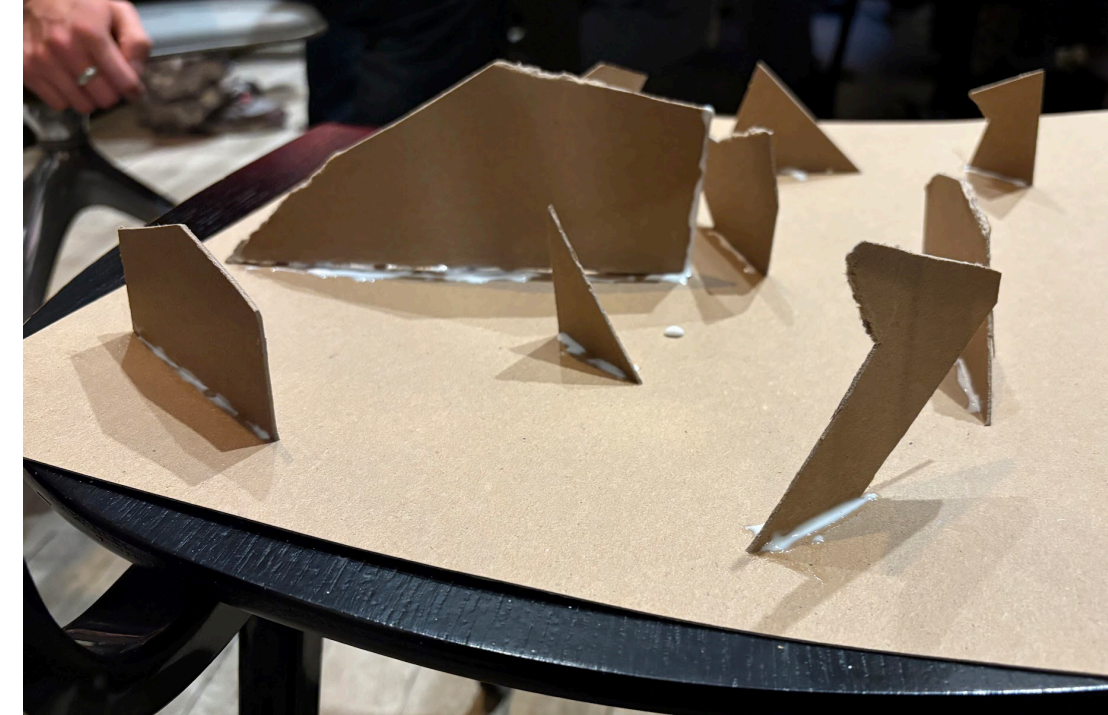
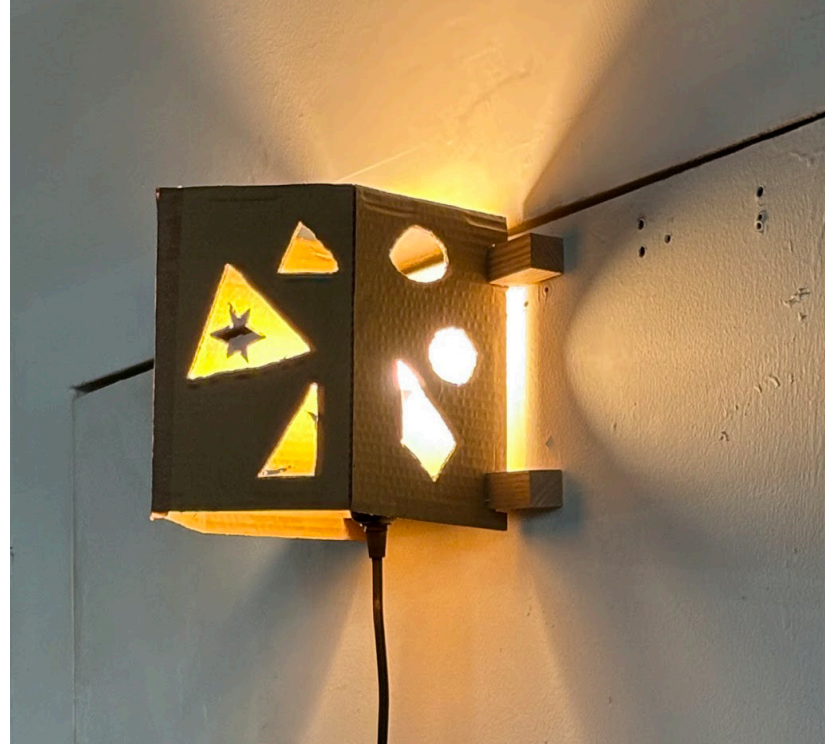
ENZO MARI CHAIR

The Chair workshop was a lot of fun and very interesting. Building the chair was easy, but it also allowed us to work together as a team. Once we finished making the basic structure, we wanted to add more creativity to our chair after it was done. My group suggested that everyone in my group add their own personal touches to the chair to make it a unique piece of art. It was great to see how our different ideas came together, making the final chair not just a piece of furniture, but also an expression of our creativity and teamwork.

SARA ALBASUONY



STEFANI MYUNG



1

CARDBOARD SCONCE @ LICHEN

I was a bit unsure with what I wanted to do for my scone at first, but then I thought of having the light filter out through different shapes depending on which way you looked at it.

2

ARCHITECTURE PROTOTYPING

We were given the prompt "Lost" to visualize as a prototype with cardboard. I wanted to emulate the feeling of being lost in a maze with mysterious structures, which is why I glued a bunch of differently shaped pieces to my board.

HOME
IS
AN
OASIS★



1 LETTERPRESS POSTER

In this workshop, we learned how to use a letterpress to create posters that have messages on them. I remember I wanted to create a poster that reflected how home is supposed to feel. I learned that to create these types of posters, the letters have to be back words for them to show up the right way. I also used other blocks for the margins, which corrected the spacing between the words and how far a part I wanted the letters to be. Overall, I had a lot of fun doing this workshop!

2 LAMP SHADE MAKING @ LICHEN'S WOODSHOP

In this workshop, I learned how to create lamp shades and how to put it together with a light bulb. I thought it was fun that we were able to create our own designs. I loved to see what everyone else came up with as well. I would like to be more designs and maybe experience with the color of the light in the future. Overall, this was a very satisfying experience!

YAMELIS BAUTISTA



**UR ENERGY
IS AT HOME**

**HOME
IS
WHERE
-YOU-
BELONG**

**ITS
HAP
PEN
ING TO
EVERY
BODY**

**ARE
WE
HOME
YET?**

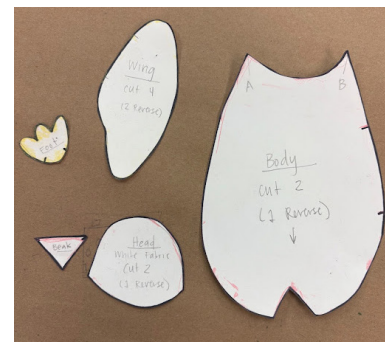
“**DESIGN SOMETHING
THAT MAKES YOU
FEEL SAFE, WITH
MATERIAL SOURCING
AND PRODUCTION
METHODS THAT
MAKE YOU FEEL
HOPEFUL.**”

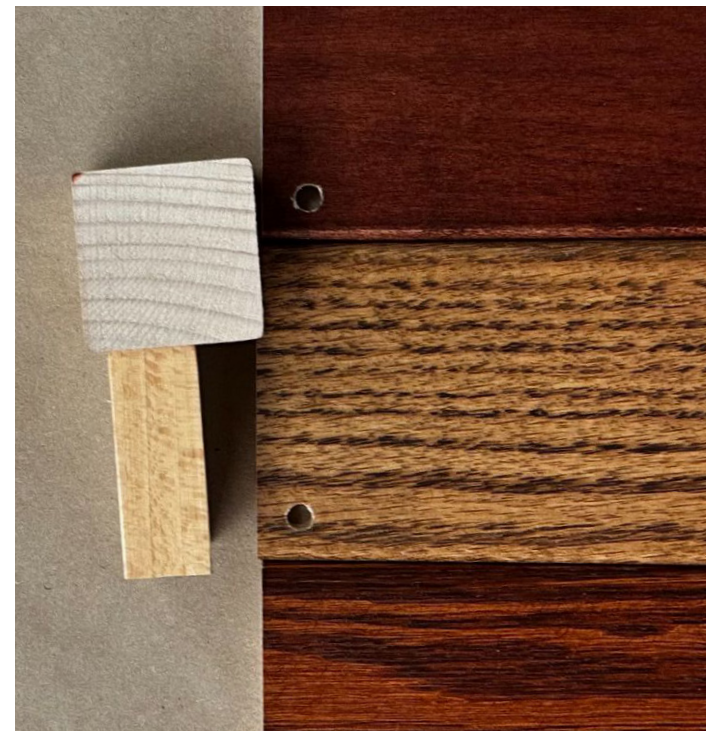
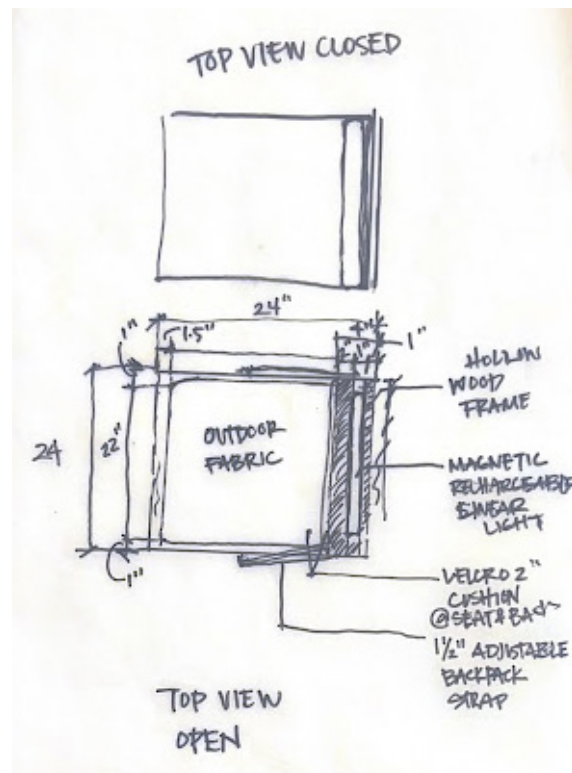
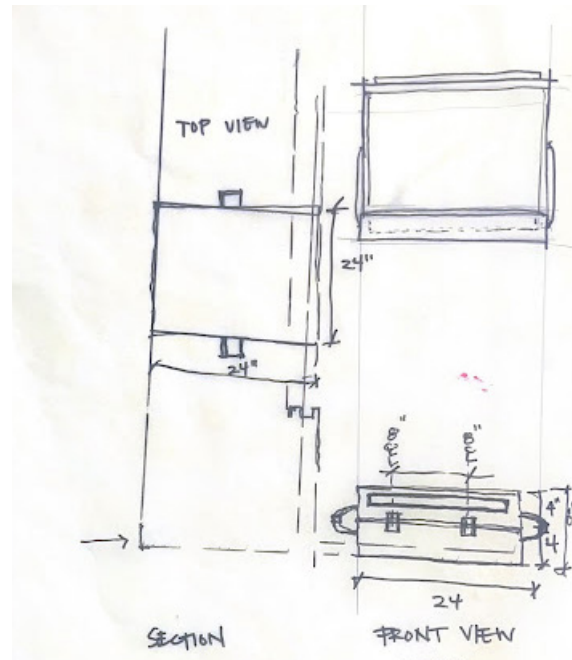
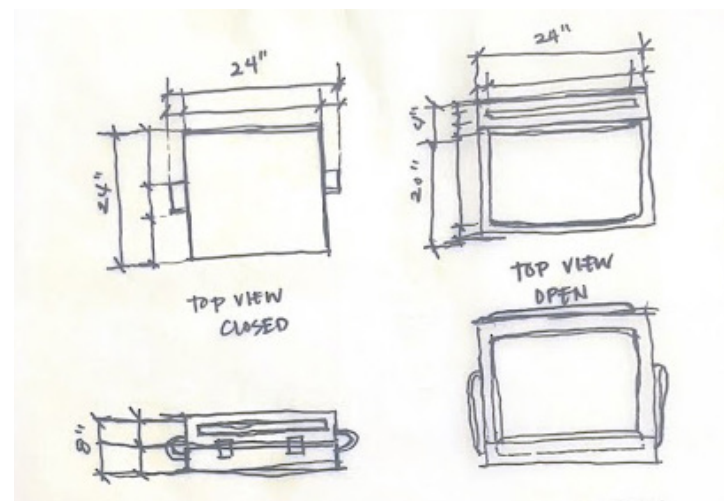
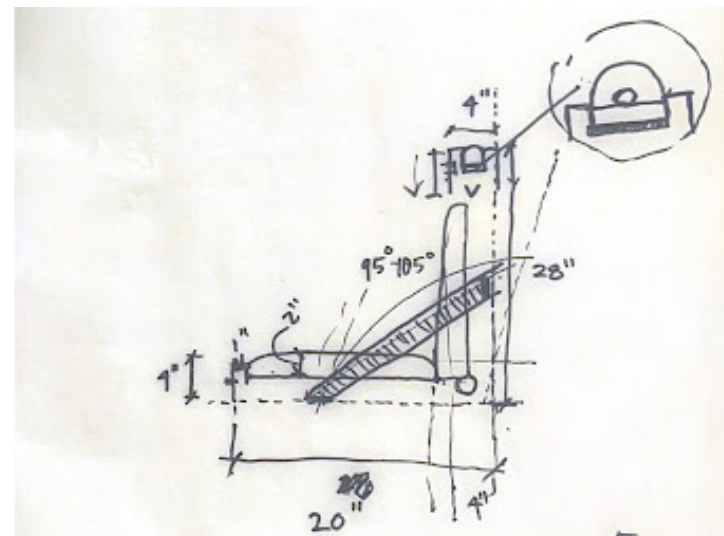
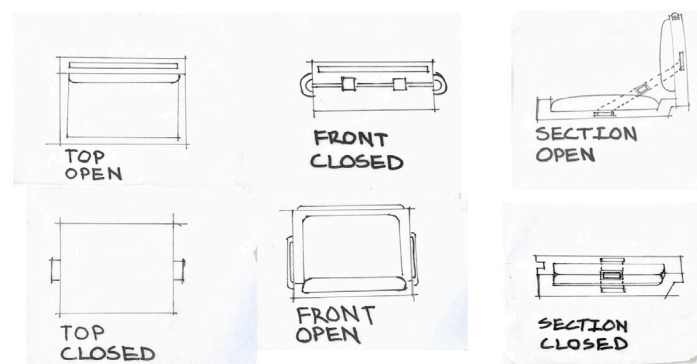
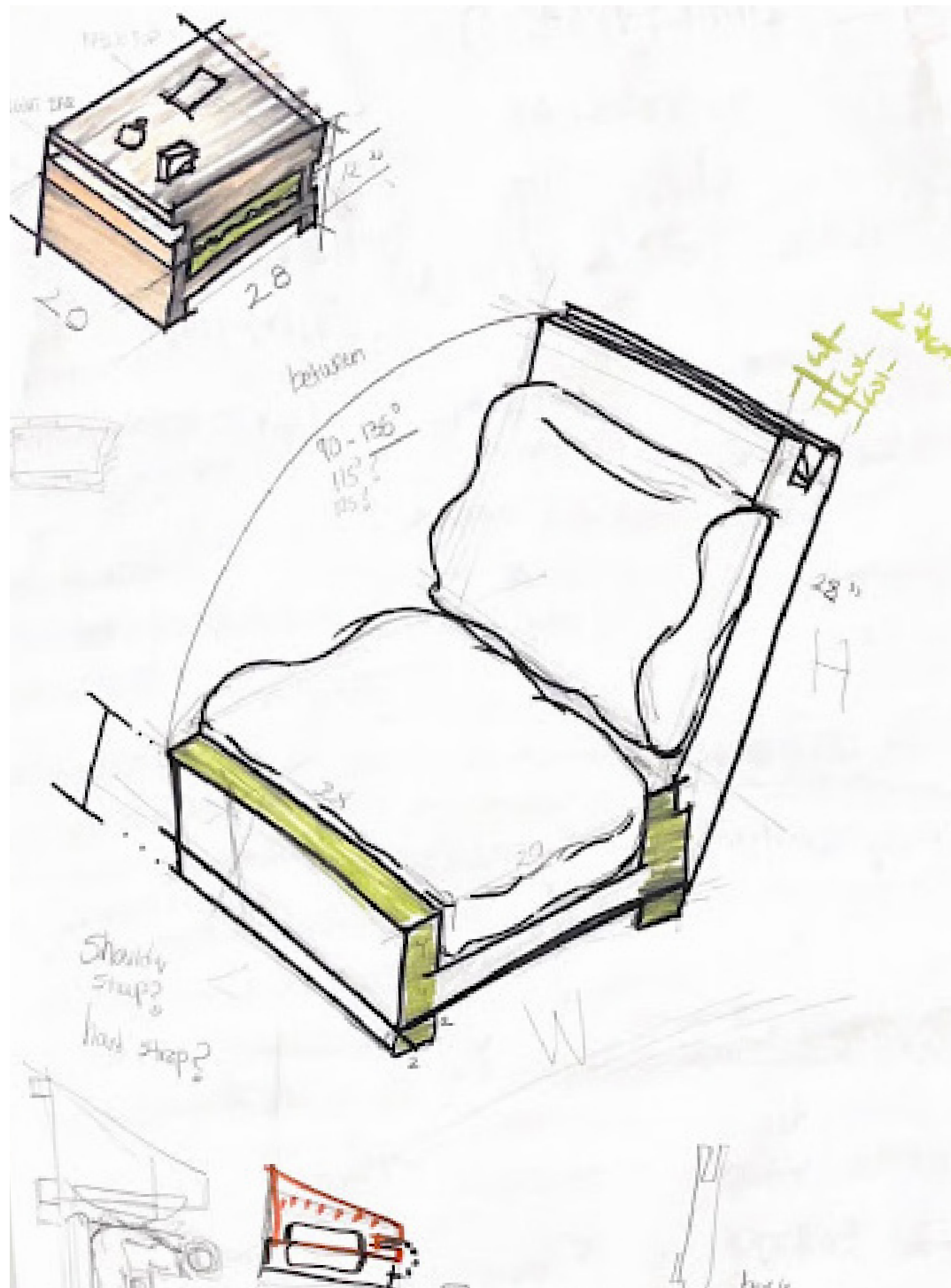
In 2023, 47.2 million children were displaced due to conflict and violence worldwide.

By making an outlet to save sentimental possessions, we can give children the sense of security during a time of uncertainty.

We attempted this through a stuffed penguin with pockets made using upcycled materials to ensure a hopeful process.

We named him Korora, the Māori name for the species little penguin, which is the species we chose to replicate.





DESIGN A FURNITURE LINE THAT MAKES HOME PORTABLE AND PROMOTES CONVENING, CONNECTION AND IS A CAPSULE OF TIME.

We initially started by analyzing the meaning of individual words and feelings related to home. Divulging on those standards, we ideated and narrowed down what we wanted highlighted in our furniture set. Interested in promoting coexistence and the fostering of connection through a furniture piece, we began to lay the framework for a furniture piece that was comfortable, secure, and flexible, worthy of being capable of creating irreplaceable memories.

The way we spend our time with others in any given environment is essential in reinforcing our feelings and understanding of what home is to us. It is important to understand that even the smallest design choices, like the shape of a chair or the use of a table, can influence how we interact, share, and create memories. With this in mind, we can ensure that home is not just a place but a feeling that is carried wherever we go.

MENTOR: KAMILLE GLENN
FINAL PROJECT: AARON, SARA, YAMELIS

“DESIGN A SPACE THAT GROWS. HOW WOULD YOU CREATE A FORM THAT METAMORPHOSIZES OVER TIME?”

Evergreen ThrdSpace and Hermit Park uplift local businesses, welcome and protect youth, and create a place for the community to grow together. These everyday stories may seem simple, but they showcase something important: community is common unity. And when that unity exists in a space, there is room to grow, adapt, and support one another. The former grocery store was once a staple in the neighborhood. Losing resources like that leaves a void. So we filled it with a space that directs revenue toward small, local businesses (especially as chain stores occupy Atlantic Avenue nearby), a space where young people feel truly welcome, and a place where public resources like greenery, a library, and gathering areas are easily accessible. Our goal today is to show that Evergreen Third Space isn't just a building. It's an addition to the thriving community we hope gives it the space to transform over time with the best resources possible. It's an evolving part of the neighborhood—rooted in people, stories, and possibility.



EEJG Presents...

SANCTUARY



Interviewees Eden Duran, Layal Gonzales, Kristel Ycaza and Daler Muradov
A Short film by Elana Frank, Joceline Estrada, Elliot Wells and Gissell Suarez

**Four Design Hive interns
asked the people closest
in their lives about home**



**like kind of made home feel like this
neighborhood**



I feel safest here so this is my home



I try to make it my sanctuary



**this is this is what redefines my concept
of a home**

**“DEVELOP A SHORT FILM
THAT TELLS THE STORY
OF YOUR COMMUNITY
IMAGINE HOME AS
MORE THAN JUST A
PLACE — IT’S THE PEOPLE,
THE LAUGHTER, THE
SMALL MOMENTS THAT
MAKE YOU FEEL SAFE,
SUPPORTED, AND SEEN.
USE A MIX OF INTERVIEWS,
PERSONAL REFLECTIONS,
AND EVERYDAY MOMENTS.”**

Sanctuary is a short film born from a desire to explore what “home” truly means beyond walls and addresses, into the spaces where we feel safe, and supported. Told through the voices of four close friends, the film weaves together personal reflections and specific moments that define our shared sense of belonging. As storytellers and designers, we wanted to capture different representation of what home is in New York from the interviewees laughter, vulnerability, and unspoken moments in their lives. Each interviewee brings a unique perspective, yet together they form a collective portrait of home as something deeply human and emotional: a sanctuary we create. Through Sanctuary, we hope viewers are invited to reflect on their own definitions of home and recognize the everyday connections that make life meaningful.

**MENTORS: MICHAEL BULLOCK & FELIX BURRICHTER
FINAL PROJECT: ELANA, ELLIOT, GISSELL, JOCELINE**

NOTES, QUOTES, DRAWINGS, THOUGHTS & THINGS.

NOTES, QUOTES, DRAWINGS, THOUGHTS & THINGS.

**DESIGN HIVE
2024-2025**

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